SACHEN®

TC-014

STRATEGIST

Thank you for selecting the cartridge of Thin Chen Ent., Co.
Pleade read this instruction booklet to ensure proper handling
of your new game, and then save the booklet for future reference.

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STRATEGIST

STRATEGIST CONTROL SUMMARY

1. The First Screen-page

Select Button	Choose the Games ("Poker Racing" or "The Battle of Poker") players mode (one player or vs mode)
Start Button	Identify what you have selected and enter to the next page.

2. The 2nd Screen-page — Sign your name

Control pad arrows	Select the alphabets
A button	Identify the letters you have made.
B button	Correct the letters you have made.
Start button	Enter to the next page.

3. The 3nd Screen-page — Select your rival

Control pad arrows	Select your rival
A button	Identify your rival

4. Before the Game

Control pad arrows	Select your card for leading
A button	Lead your card
B button	Correct your card

I. PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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II. INTRODUCTION

Strategist includes "Poker Racing" and "The Battle of Poker" two games. The target of these games is to drive your car safely to the destination and accelerate your speed as high as possible to get more scores. However there is a danger and obstacle in your way of racing. How to get through the competition in racing and be a winner ? We'll see your skill.

III. GAME CONTROL

Control Pad Arrows	Select your card for leading.
A Button	Lead your card.
B Button	Correct your card.
Select Button	Choose the games : "Poker Racing" or "The Battle of Poker".
	Players Mode : One player or VS mode.
Start Button	Starts the game, also freezes the game.

IV. CARD FUNCTIONS

King Card - in colorful	When you get king card, you can prevent the bad condition (Red card) led from your rival.
Pass Card - in black	You can lead this black card to save any accident (Red Card) attacked by your rival.
Stop Card - in red	You can lead this red card to produce a car accident on your rival.

A. Poker Racing :

1.

Kingcard (Colorful)	Stop Card-Red	Pass Card - black
Super Tire	Broken Tire	Change Tire
Road Works OK	Road Fixed ahead	Detour
Refueling Truck	Oil Exhausted	Gas Station
Remote-Control Car	Driver dozed off	You are Vigorous
Super Driving Skill	A Steep Slope (When speed over 90)	Emergency Brake
	Collision (when speed over 120)	
	Scoop Wheel (when speed over 180)	
	Excessive Speed (Speed over 100)	
Drving Card - Green : 40, 60, 90, 100, 120, & 180 Km.		

①Super Driving Skill
②Refueling Truck
③Super Tire
④Remote-Control Car
⑤Road works OK
⑥Police-speed over 100km
⑦Oil Exhausted
⑧Road fixed ahead
⑨Broken Tire
⑩Collision
⑪Driver Dozed off
⑫A Steep Slope
⑬Scoop Wheel
⑭Gas Station
⑮Detour
⑯You are vigorous
⑰Change Tire
⑱Emergency Brake
⑲～㉔Driving Speeds

B. The Battle of Poker :

1.

Kingcard (Colorful)	Stop Card - Red	Pass Card - black
Tanks	Obstacles	Obstacles Cleared away
	Gunshots	To shelter with earth material
	Storms ($^{\text{only attack}}_{1\ \text{km}}$)	Storm is over
Cars of Supply	Bullets Run Out	Supplies
Land-mine Cleaners	Land - mine	Land - Mine Cleared Away
Engineers	Bridges Destroyed	Bridges Repaired
High Martial Spirit	Storms	Storm is over
Aids Reached	The Troops Surrounded	Out of Surrounding
Blue Green Attack Card : 1km, 2km, 3km, 4km & 5km.		

①Tanks
②High Martial Spirit
③Aids Reached
④Engineers
⑤Cars of Supply
⑥Land-mine Cleaners
⑦Land-mine
⑧Storms
⑨Obstacles
⑩Gunshots
⑪The Troops Surrounded
⑫Bullets Run Out
⑬Bridges Destroyed
⑭Land-mine cleared away
⑮Obstacles cleared away
⑯To shelter with earth material
⑰Out of Surrounding
⑱Bridges Repaired
⑲Supplies
⑳Storm is over
㉑Attack Card
㉒～㉖Attck Mileages

V. GAME MECHANICS

A. Poker Racing :

Faster and further you drive, more scores you will get in this game. But as far as you drive, the dangerous will be increased simultaneously, such as "Car capsize", "Collision", "A steep slope", "Excessive Speed" (in Red— Stop Card)…… During this game, try your best to stop your rival driving by leading your "Red— stop card" and guess your rival's red card to decide your speed. Don't forget to lead your black— pass card to overcome your rival's red card. Furthermore fully utilize your colorful— king card to protect your maximum speed and get the highest point, then you will win the "Champion of Racing".

B. The Battle of Poker :

Make your efforts to attack your rival as fast as possible at the beginning of this war. You must prevent from your rival who leads red card such as "Obstacles", "Out of bullets", "Bridges Destroyed", "Land— mine" …… Never stopping attack your rival by leading your red card or use your colorful— king card to beat your enemy. Good luck !

VI. HOW TO PLAY THE GAME

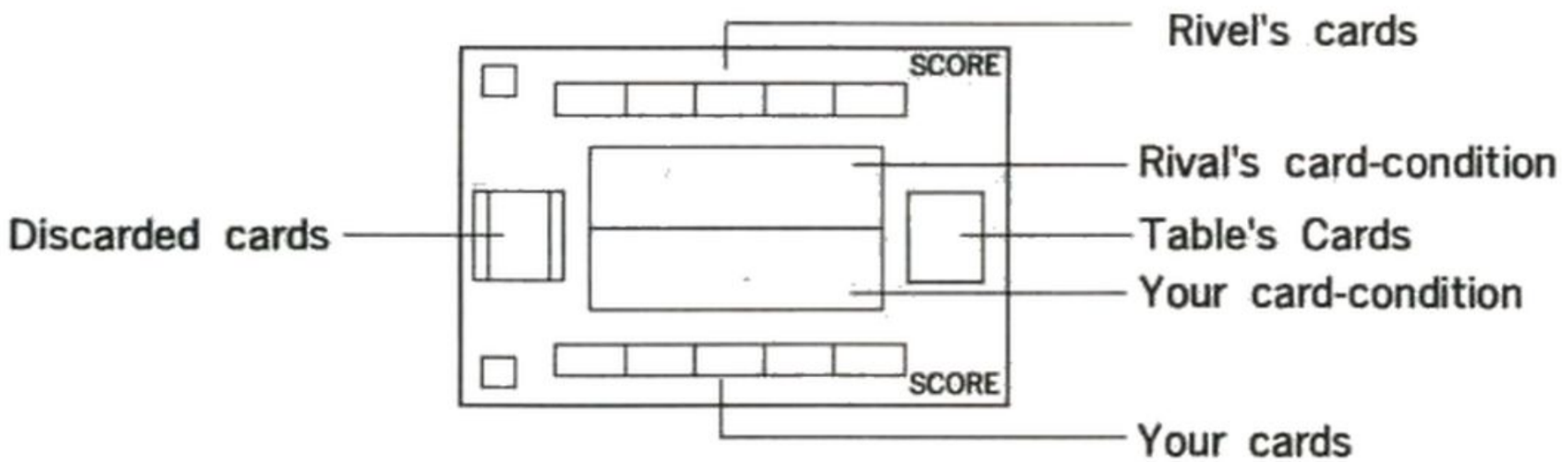
A. Poker Racing :

1. There is a total of 108 cards, the dealer will give both sides 5 cards. Each time you lead one card then must get one new card to maintain 5 cards on your side.
2. Once you lead a green card, means you drive with the speed shown on the card, for example you drive with 100 Kms then you win 100 scores.
3. If your rival leads the red cards to stop you driving, you can defend by leading your colorful— king card or black— pass card.
4. If there is no suitable card to lead out, please choose one of your cards to discard.
5. You can decide your speed by leading your driving card. More speed more chance to get your rival's red card, and less speed less chance to get the red card.
6. No defence cards can save the red cards "Scoop Wheel" and "Police" even the colorful— king card or black card. You are only allowed to drive with 40 Km when you meet the red card of "Scoop Wheel", and with 40 or 60 km when you meet the card of "Police". Meanwhile you can also lead your red card to stop your rival driving.

B. The Battle of Poker :

1. There is a total of 108 cards, the dealer will give both sides 5 cards. Each time you lead one card then must get one new card to maintain 5 cards on your side.
2. You should lead a green-attack card before you lead a blue-score card when your attack, for example 3 km 3 points.
3. If your rival lead red-card to stop you, you can defend by leading the colorful-king card or black-pass card.
4. If there is no suitable card to lead out, please choose one of your cards to discard.

VII. CARD DISTRIBUTION



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protectin against such interference in a residential installatin. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

STRATEGIST EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____ / _____ / _____ PHONE #(Optional): ( ) _____ — _____

GRANDING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE

SACHEN